

CITY OF FRESNO  
DEPARTMENT OF PARKS, RECREATION AND COMMUNITY SERVICES  
SPORTS SECTION



## MEN'S SLOW PITCH RULES

### PLAY REGULATIONS

Rules not specifically mentioned will be governed by the Amateur Softball Association (ASA) rules.

1. Once schedules are made, **NO REFUNDS** are allowed.
2. Game time is forfeit time! **Exception:** First game has a ten (ten) minute grace period. The first week of the season all games have a ten (10) minute grace period (game time will be deducted from the grace period.)
3. Length of game is seven (7) innings or one (1) hour and five (5) minutes. **No new inning will start after one hour**, but the inning will finish if necessary. If the game is tied after seven (7) innings, and time still remains, game will enter into a tiebreaker rule; last out of last inning starts on second base in extra inning. NOTE: When four games are scheduled on one field, game time is 1 hour and no new inning after 55 minutes.
4. Game must start at the scheduled game time; therefore, **the line-up** must be given to the umpire on the scorecard before game time with **first and last names** of players appearing on the scorecard.
5. Metal spike shoes are not allowed in the City of Fresno softball program.
6. A base runner cannot leave the base until the ball has been hit fair or foul. If the base runner does leave the base, he/she is out.
7. MSP Run Rule (Mercy Rule) - 15-run lead after five (5) innings.
8. All players must remain in the dugout or behind the playing line excluding the on deck batter.
9. All players must bat in rotation, regardless if they are not playing in the field. Player rotation must be determined at the beginning of the game and the official must be notified.
10. Any player not able to take his/her turn at bat when it comes up, will be ruled automatically out. The loss of a player due to injury will only result in an out every time that player comes up to bat.
11. No bunting, chopping or half swinging at the ball. Batter will be ruled out at the umpire's discretion.
12. A team may use (1) courtesy runner per gender per inning. Any player that is listed on the line up may run at any bag.
13. A defensive player **may not block** a base in attempting to prevent a runner from getting to that base. **Effect:** The runner will be declared safe. Runner may be ejected at the discretion of the umpire.

14. Pitching: A.S.A. style only. No U.S.S.S.A. pitching techniques will be allowed.
15. A strike: a pitched ball between 6' ft & 12' ft. that hits the plate or mat.
16. **Unlimited home runs are allowed on Thursday and Friday Men's High league. All other divisions will observe a limit of over the fence home runs. The following limitations are per team, per game, three (3) home runs. After the three home runs are hit, we will observe the one up rule. One up ruling: If both teams have reached the limit of home runs, either team is allowed to hit an additional home run to go one home run ahead of the opposing team.**
17. **ASA Banned Bat list will be enforced.**
18. Rough play, cursing, and/or verbal abuse toward any player or official will be handled in accordance to the Code of Conduct.
19. Safety bags at first base will be provided.
20. Any male players arriving after the start of the game may be substituted for one equal (male for male) player in the original line-up if it does not violate the ratio of men.
21. Only **tennis shoes**, (gym type shoes) **rubber cleats or turf cleats** are allowed. Players must wear some type of the prescribed footwear.
22. League game ending in a tie will be recorded as tie. A point system will be used to determine standings as follows:  
  
Win = 2 Points      Loss = 0 Points      Tie = 1 Point
23. Teams will be placed in a league in as fair a manner as possible. Ability level, past performance, and special requests will all be taken into consideration but not guaranteed. The City of Fresno has the right to move any team up a division to create a level playing field.
24. The ball must be thrown to the pitcher by an infielder. Once the infielder controls the ball, the ball is dead, no runners can advance. If the ball is thrown to the pitcher by an outfielder, the pitcher is not obligated to catch it and runners may advance at their own risk.
25. A runner **may not run over** a defensive player in order to avoid a tag.  
  
**Effect:** The runner will be declared out.  
**Note:** Runner may be ejected, at the discretion of the umpire.
26. Once a player is on a team roster, he/she may not switch and play for another team. If the player quits, he/she is ineligible to play in the City of Fresno League.
27. Four (4) complete innings constitute a game when called because of rain, darkness or inclement weather. Games stopped by the time limit shall be considered complete regardless of the number of innings played.
28. **Each team shall furnish the umpire with a new ASA approved Ball.**

## **PLAYER QUALIFICATIONS**

Team players are those persons who sign the original team contract.

1. All players must sign the original team roster/waiver. A manager or other person shall not sign a team contract for another person. The penalty for signing another person's name on a contract is a one (1) year suspension. The person who signs another person's name on a contract is held liable in case of injury to the person whose name was signed.
2. An Add/Drop Form must be filed in the Sports Office for any additions or deletions of player(s) to the original team roster/waiver.
3. A player may play on more than one team per night **PROVIDED** the team he/she plays for is not in the same league. Participants who are accused of being illegal or ineligible must provide proof of identification to the Sports Supervisor, via a pictured identification, or the game could be forfeited. Acceptable "picture identification" will consist of the following documents:
  - Department of Motor Vehicles Driver's License
  - Department of Motor Vehicles Identification Card
  - Student Body Card
  - Passport
  - Employee Identification Card
  - Any Notarized Identification
4. A player must be 18 years of age or over to be eligible to participate with adult team. Any player under the age of 18 will be required to have a City of Fresno photo I.D.
5. Any player who is listed as a member of a team that is dropped or officially disbanded will be considered automatically released.
  - A. Automatically released players are eligible to play on another team after signing a team roster/waiver with the new team, provided that the team falls below the minimum, and at least one half (½) of the season is still remaining. Approval must be given by the Sports Supervisor for any players to be allowed to play on any other established team.
6. Any player who is on the roster of a college, junior college, high school or junior high school squad and is competing under C.I.F. rules and regulations is ineligible to compete in the City Athletic Leagues until completion of their school's current league schedule. Player's name must appear on the official team roster/waive contract prior to deadline. The league in which player wishes to participate in will be determined by the team with whom the player signed his/her team roster/waiver. A written letter is required from the school to release said player to participate. Player must then sign the official team roster/waiver before legal to play.
7. Any player who is called into the Armed Forces of the United States may be replaced immediately upon authorization of the Community Sports Supervisor. The replacement will be eligible to compete upon the date of signing a team contract. Any player returning from the Armed Forces of the United States shall be eligible to compete in the City League upon written request and subsequent approval of the request by the Community Sports Supervisor. A signed team roster/waiver must also be filed in the Sports Office. Induction papers and/or discharge papers will be required before final approval.

## **PROTESTS**

The Community Sports Supervisor shall not be bound by any verbal agreement made between managers or players.

A. There will be a \$25 dollar protest fee for any Coach that has a protest against any team. If the Coach wins his/hers protest the \$25 dollars will be refunded in full. If the protest was lost then the \$25 dollars will be kept. All protest must be signed by the Coach and noted to the umpire, and reported to the Sports office by the Coach in person along with the \$25 by the next working day.

B. The protest **must be recorded on the scorecard** at the time of the protest and **signed** by the protesting manager, the opposing team manager and the game official(s) before play resumes. If opposing team manager chooses not to sign, the official(s) should note that on the scorecard.

**SIGNING THE SCORECARD IS NOT AN ADMISSION OF GUILT.**

C. All rule protests must be in writing and filed in the Sports Office by 5:00 p.m. the next working day following the disputed game. Failure to do so will eliminate all consideration of the rule protest.

#### 1. **ILLEGAL PLAYER PROTESTS**

A. The protest must be recorded on the scorecard at the time of the protest and signed by the protesting manager, the opposing team manager and the game official(s) before play resumes. If opposing team manager chooses not to sign, the official(s) should so note that on the scorecard.

**SIGNING THE SCORECARD IS NOT AN ADMISSION OF GUILT.**

B. All illegal player protests must be in writing and filed in the Sports Office by 5:00 p.m. of the next working day following the disputed game. Failure to do so will eliminate all consideration of the rule protest.

C. If an illegal player is discovered after a game, a protest can still be made by 5:00 p.m. of the next working day in the Sports Office.

1. During league play, if an illegal player is identified by the Recreation Staff or Community Sports Supervisor, corrective action may be taken up to and including one (1) business day after that league's last official game.

A. Anytime a player and/or manager, coach, etc. is found playing illegally in the program, he/she will be dealt with individually by the "Code of Conduct" rules.

4. Dead time during protest is official time-out. That time will be added at the end of the game.

#### **APPEAL PROCESS**

1. Only individuals directly involved in the infraction, or their authorized representative, may address the Community Sports Supervisor.

2. The Community Sports Supervisor shall be the final authority in interpretation of all rules and in determining any points not satisfactorily covered in the rules.

3. The Community Sports Supervisor considers all advice, suggestions and recommendations in

making its final decisions. These decisions shall be final and not subject to appeal.

4. To find the status an appeal the team manager may contact the Sports Office the next working day.

### **AGREEMENTS**

Upon filing the official team roster/waiver and reviewing the Code of Conduct for participation in the City of Fresno Sports Program, the manager agrees that he/she has read all of the rules regulations and further agrees that he/she will conduct himself/herself and control his/her team in accordance with all policies, rules and regulations of the City of Fresno Department of Parks, Recreation and Community Services and Fresno Unified School District.

### **RAINY OR BAD WEATHER PROCEDURE**

On the day(s) in question, **only the manager/coach** will call the Weather Hotline at 621-6725 after 2:30 p.m. for the following information:

1. Fields not playable.
2. Leagues affected by the weather.
3. If games will be rescheduled in the near future.
4. Additional information needed to maintain the best play for all concerned.

### **EJECTION – NO SUBSTITUTE AVAILABLE**

Umpire's discretion – either ball game will be forfeited, or "out" recorded in vacant spot.